# ­­Group D: GetOn V7

## Case description:

Create computer simulated version of the famous Dutch card game called “Stap Op”

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Iteration 1 | | | Iteration 2 | | | Iteration 3 | | | Iteration 4 | | |
| NR | TITLE | PPs | priority | status | PPs | priority | status | PPs | priority | status | PPs | priority | status |
| 1 | Show Hand | 4 | M | Done | - | - | - | - | - | - | - | - | - |
| 2 | What’s on the table | 8 | S | Open | 8 | S | Open | 8 | M | Done | - | - | - |
| 3 | Observe cardpile | 2 | C | Open | 2 | S | Open | 2 | M | Done | - | - | - |
| 4 | Enter the Player names | 2 | C | Open | 2 | M | Open | 2 | M | Done | - | - | - |
| 5 | View Progress | 2 | C | Open | 2 | W | Done | - | - | - | - | - | - |
| 6 | Play KM card | 2 | M | Done | - | - | - | - | - | - | - | - | - |
| 7 | Discard card | 1 | M | Done | - | - | - | - | - | - | - | - | - |
| 8 | View Rules | 1 | S | Done | - | - | - | - | - | - | - | - | - |
| 9 | Play Bully Card | 2 | S | Open | 6 | C | Done | - | - | - | - | - | - |
| 10 | Draw Card Pass Turn | 2 | M | Done | - | - | - | - | - | - | - | - | - |
| 11 | Start Game | 6 | W | Open | 4 | W | Done | - | - | - | - | - | - |
| 12 | Play Repair Card | 2 | C | Open | 4 | C | Done | - | - | - | - | - | - |
| 13 | Play GetOn card | 2 | S | Open | 6 | S | Done | - | - | - | - | - | - |
| 14 | View Leaderboard | 6 | W | Open | 4 | W | Open | 4 | W | Open | 4 | W |  |
| 15 | Shuffle Cardstack | - | - | - | 6 | M | Done | - | - | - | - | - | - |
| 16 | Passing to Next Player | - | - | - | 8 | M | Done | - | - | - | - | - | - |
| 17 | View Hand Graphically | - | - | - | 4 | C | Done | - | - | - | - | - | - |
| 18 | Graphical Representation of Kilometer Card | - | - | - | 2 | C | Done | - | - | - | - | - | - |
| 19 | Formatted Rules | - | - | - | 2 | M | Done | - | - | - | - | - | - |
| 20 | Reshuffle DiscardPile | - | - | - | 2 | S | Done | - | - | - | - | - | - |
| 21 | Configurable game | - | - | - | - | - | N | 8 | S | Open | 4 | W |  |
| 22 | Check if configuration is feasible | - | - | - | - | - | N | 4 | C | Open | 12 | C |  |
| 23 | Hide hand while passing to next player | - | - | - | - | - | N | 4 | S | Open | 4 | M |  |
| 24 | Separate window for spectator (Observer Game view) | - | - | - | - | - | N | 8 | M | Done | - | - | - |
| 25 | Visually show playability in hand | - | - | - | - | - | N | 8 | M | Done | - | - | - |
| 26 | Playable through GUI | - | - | - | - | - | N | 12 | S | Open | 12 | M |  |
| 27 | Show who’s turn it is | - | - | - | - | - | - | .. | .. | N | 2 | M |  |
| 28 | Selectable scenario (incl. test) | - | - | - | - | - | - | - | - | N | 8 | S |  |
| 29 | Pre-shuffled deck | - | - | - | - | - | - | - | - | N | 2 | M |  |
| 30 | Store game | - | - | - | - | - | - | - | - | N | 8 | M |  |
| 31 | Resume game | - | - | - | - | - | - | - | - | N | 8 | S |  |
| 32 | Win game | - | - | - | - | - | - | - | - | - | 2 | S | D |

## User stories

### ID:1 Show Hand

|  |
| --- |
| As a Player |
| I want to be able to see the cards I have available in this round |
| So that I know which cards I am able to play |
| Acceptance criteria:  All 5 cards that the player has available are visible for the player. |
| Acceptance test (exact description):  Separate document. See document AcceptanceTest.txt inside folder Documentation. Same for all the following user stories. |

### ID:2 What is on the table

|  |
| --- |
| As a spectator |
| I want to see all open cards on the table |
| So that I can plan my next turn |
| Acceptance criteria:  The game visualizes the statuses of all players and the kilometer cards that have been played by all players |
| Acceptance test (exact description):  ... |

### ID:3 Observe Card Pile

|  |
| --- |
| As a spectator |
| I want to observe how many cards are in the stock |
| So that I know the game status and how many cards are left |
| Acceptance criteria:  In the GUI gameframe there is a line that shows how many cards are in the stack |
| Acceptance test (exact description):  Separate document. |

### ID:4 Enter the player names

|  |
| --- |
| As a game master |
| I want to enter the names of players |
| So that the game can be initiated with specific players |
| Acceptance criteria:  The system asks for the names of the players and they can be entered by the gamemaster |
| Acceptance test (exact description):  Separate document. |

### ID:5 View progress

|  |
| --- |
| As a spectator |
| I want to see the score of the players |
| So that I know who is in the lead |
| Acceptance criteria:  The current km progress is visible on the game table for each player |
| Acceptance test (exact description):  Separate document. |

### ID:6 Play Kilometer Card

|  |
| --- |
| As a player |
| I want to play a kilometer card |
| So that I make progress in the game |
| Acceptance criteria:  Player is able to select a kilometer card and play it. This means that no bully card is present and player has the GetOnBikeStatus set to true |
| Acceptance test (exact description):  Separate document. |

### ID:7 Discard Card

|  |
| --- |
| As a player |
| I want to discard a card when I am not able to play any of my cards in hand |
| So that I can get a new card |
| Acceptance criteria:  Player is able to choose a card to discard and this card is added to the discardPile. |
| Acceptance test (exact description):  Separate document. |

### ID:8 View Rules

|  |
| --- |
| As a spectator |
| I want to view the rules of the game |
| So that know what is going on |
| Acceptance criteria:  From the ‘Enter Player Names’ menu you’re able to view a written version of the rules by clicking the button ‘View Rules’ in the bottom right corner which opens a html file. |
| Acceptance test (exact description):  Separate document. |

### ID:9 Play a bully card

|  |
| --- |
| As a player |
| I want to play one of the bully cards |
| So that you hinder the other players from progressing in kilometers |
| Acceptance criteria:  Player is able to play or discard a bully card. It the bully card is played the status of the player that receives the bully card is changed accordingly. |
| Acceptance test (exact description):  Separate document. |

### ID:10 Draw card and pass turn

|  |
| --- |
| As a player |
| I want to draw a card and the turn passes to the next player. |
| So that I have a new card and my turn ends so the turn of the next player starts. |
| Acceptance criteria:  The current player is able to receive a card from the stack to his hand. After receiving the card, the next player becomes the current player. |
| Acceptance test (exact description):  Separate document. |

### ID:11 Start game

|  |
| --- |
| As a game master |
| I want to start the game |
| So that the general rules are locked in |
| Acceptance criteria:  The gamemaster is able to start the game. Starting the game initializes the game, all players get cards, names are given to players and a stack is initialized. |
| Acceptance test (exact description):  Separate document. |

### ID:12 Play a repair card

|  |
| --- |
| As a player |
| I want to play a repair card |
| So that I fix the bully card that was played on me. |
| Acceptance criteria:  The player is able to play a repair card. By playing the repair card the status of the player is adjusted accordingly (the bulliedStatus is changed to false and the player will be able to play a get on card) |
| Acceptance test (exact description):  Separate document. |

### ID:13 Play Get-on card

|  |
| --- |
| As a player |
| I want to be able to play a get on card |
| So that I get on my bike and start making progress |
| Acceptance criteria:  The player is able to play the get on card. Playing the get on card sets the onBikeStatus to true. |
| Acceptance test (exact description):  Separate document. |

### ID:14 View Leaderboard

|  |
| --- |
| As a spectator |
| I want to view the leaderboard of highest scoring players |
| So that I can compare and respect |
| Acceptance criteria:  There is a leaderboard that shows the players that ended the game with the most km travelled. |
| Acceptance test (exact description):  ... |

### ID:15 Shuffle Cardstack

|  |
| --- |
| As a game master |
| I want to shuffle the cardstack |
| So that the cards I draw are random at the start of the game |
| Acceptance criteria:  The card stack is shuffled so that the drawing of the cards is random |
| Acceptance test (exact description):  Separate document. |

### ID:16 Passing to Next Player

|  |
| --- |
| As a player |
| I want to pass the turn to the player to the left of me at the table |
| So that they can play their next turn |
| Acceptance criteria:  The window showing my cards are closed, and the turn is passed to the next player. |
| Acceptance test (exact description):  Separate document. |

### ID:17 View Hand Graphically

|  |
| --- |
| As a player |
| I want to view my hand in a GUI |
| So that I can see the cards that I currently possess |
| Acceptance criteria:  The current hand of the player can be observed in a GUI. |
| Acceptance test (exact description):  Separate document |

### ID:18 Graphical Representation of Kilometer Card

|  |
| --- |
| As a player |
| I want to see a graphical representation of the played kilometer cards |
| So that I can see a graphical representation of which cards are played |
| Acceptance criteria:  See a graphical representation of a kilometer card. |
| Acceptance test (exact description):  Separate document. |

### ID:19 Formatted Rules

|  |
| --- |
| As a spectator |
| I want to be able to view the game’s rules in a formatted style through a GUI |
| So that I may be able to understand the game I’m going to play |
| Acceptance criteria:  The games rules can be viewed in a formatted style. |
| Acceptance test (exact description):  Separate document. |

### ID:20 Reshuffle discardPile

|  |
| --- |
| As a player |
| I want to reshuffle the discardPile when the stack is empty |
| So that the stack can be filled with the discardPile |
| Acceptance criteria:  The discardPile becomes the stack. Afterwards the discardPile is empty. |
| Acceptance test (exact description):  ... |

### ID:21 Configurable game

|  |
| --- |
| As a player |
| I want to add I decide / set the number of cards that will be in the game |
| So that the nr. of cards if flexible for testing purposes. |
| Acceptance criteria:  The player is able to decide or set the number of cards that are used in the game. |
| Acceptance test (exact description):  ... |

### ID:22 Check if configurable game is feasible

|  |
| --- |
| As a game master |
| I want to be warned that the card configuration can or cannot result in a finished game |
| So that I do not accidentally configure the game to be unwinnable |
| Acceptance criteria:  If the cards that are selected for the configurable game cannot result in a finished game a popup shows up to inform the game master that this combination of cards is not possible for a playable game. |
| Acceptance test (exact description):  ... |

### ID:23 Hide hand while passing turn

|  |
| --- |
| As a player |
| I want to hide my hand when I pass the turn to the next player |
| So that the next player cannot see my hand |
| Acceptance criteria:  When the turn is passed to the next player, the game automatically closes the hand of the previously current player. |
| Acceptance test (exact description):  ... |

### ID:24 Observer Game View

|  |
| --- |
| As a spectator/observer |
| I want to view the game table in a separate window |
| So that even when I’m not the current player I can view the game table graphically |
| Acceptance criteria: The game table is in a separate window from the current player hand. |
| Acceptance test (exact description):  ... |

### ID:25 Visually show playability in hand

|  |
| --- |
| As a player |
| I want to see which cards in my hand are playable and which ones are not |
| So that I don’t to click on every single one of them to find this out |
| Acceptance criteria:  See red and green borders around cards that indicate their playability status. |
| Acceptance test (exact description):  Separate document. |

### ID:26 Playable through GUI

|  |
| --- |
| As a player |
| I want to play the game through the Graphical user interface |
| So that the game doesn’t have to be played in console but can be played with an appealing GUI. |
| Acceptance criteria: The game can be played solely through GUI. |
| Acceptance test (exact description):  ... |

### ID:27 Show Current Player

|  |
| --- |
| Spectator & Player |
| I want to be able to see who has the current turn |
| So that I know who is able to play a card. |
| Acceptance criteria: Current player is visually shown in GameFrame GUI |
| Acceptance test (exact description):  ... |

### ID:28 Pre Shuffled Deck

|  |
| --- |
| As a Game master |
| I want to have a pre-shuffled deck |
| So that I can ensure that players get pre-defined cards ( to help with the acceptance tests) |
| Acceptance criteria:  The stack that deals the card has to |
| Acceptance test (exact description):  ... |

### ID:29 Selectable Scenarios

|  |
| --- |
| As a Game Master |
| I want to be able to select multiple scenarios of the Game. At least two: 1. Test mode. 2. Double Distance (or another option) |
| So that you have the freedom to play different scenarios |
| Acceptance criteria:  The game master can chose between different types of games to play. |
| Acceptance test (exact description):  ... |

### ID:30 Save game in json

|  |
| --- |
| As a Game Master |
| I want to be able to save the current gamestate in a json file |
| So that I can resume the game at a later point |
| Acceptance criteria:  There is a option to save the game which exports the current game state to a json file |
| Acceptance test (exact description):  ... |

### ID: 31

### Resume game

|  |
| --- |
| As a Game Master |
| I want to load a previously started and saved game |
| So that I can continue the previously started game |
| Acceptance criteria:  There is an option to import a previously saved game. When using this option, the game continues where this previous game left of. |
| Acceptance test (exact description):  ... |

### ID: 32

### Win game

|  |
| --- |
| As a Player |
| I want to get a message when I reach the 100 km |
| So that I know that I have won the game |
| Acceptance criteria:  A message popup says that the game is won by the current player when the current player reaches 100 km |
| Acceptance test (exact description):  ... |